

SUPER WALRUS GAMES



KAIJU BIG BATTLE

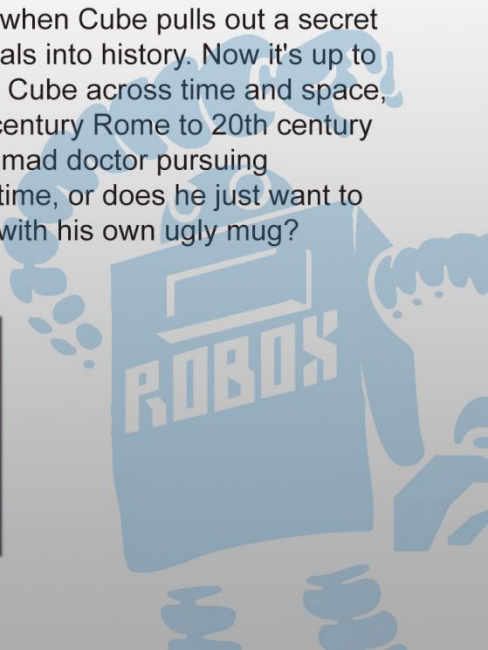
FIGHTO FANTASY



INTRODUCTION

All the world is watching as the Kaiju Big Battel Title Fight is about to begin: The diabolical Dr. Cube vs. the patriotic pugilist, American Beetle!

Things take a sudden turn when Cube pulls out a secret weapon that rips open portals into history. Now it's up to the Kaiju Heroes to pursue Cube across time and space, from ancient Egypt to 3rd century Rome to 20th century Boston and beyond! Is the mad doctor pursuing dangerous artifacts lost to time, or does he just want to deface famous landmarks with his own ugly mug?



CONTROLS

Movement: Arrow keys
Action: Enter
Cancel/Menu: Esc.
Run: R

	American Beetle HP: 1008/1349 MP: 139/219 Lv. 22	Items
	Silver Potato HP: 1789/1972 MP: 117/367 Lv. 21	Skills
	Dusto Bunny HP: 1530/1530 MP: 74/379 Lv. 22	Status
	Pedro Plantain HP: 1520/1520 MP: 77/262 Lv. 20	Equip
		Order
		PDA
		Settings
		Save Game
		Load Game
		Quit

The Main Menu

Items: Use and view items you've collected so far.

Skills: View current skill list for each hero.

Status: View hero's stats. Press the Action button a second time to view elemental weaknesses.

Equip: Be sure to equip new gear you find!

Order: Swap your party's positions.

Settings: Adjust music and sound effects volume and change the game's color palette and window settings.

Save/Load Game: Be sure to save often!

Quit: Exit the game.

If your controller is not detected, press Ctrl + J to calibrate.

GAME FLOW

Explore the world of Fighto Fantasy!
Each map is filled with people to talk to,
secrets to find, and monsters to fight.
Some objects can only be accessed
when a specific hero leads the party.



Throughout the game you'll find beacons
that serve as safe places to rest. You can
freely recover health here, warp to other
zones, or adjust the game's difficulty level.
Beware! If you stop to rest, your enemies
will recover too! While bosses stay defeated,
lesser enemies will respawn.

When you bump into an enemy on the
map you'll start a battle. If you die,
you're sent back to the last rest point
you used. The size of the enemy on the
map gives you a hint as to its power level.



CHARACTERS



American Beetle:

With a surly swagger and a punchy personality, Beetle loves a good brawl. Uses strong physical attacks and can punch through some walls.

Silver Potato:

An accident with a microwave turned this everyday boring guy into a super cool dancing sensation. He can deal elemental damage using sick dance moves and knock down distant objects.



Dusto Bunny:

A finely-scented sage with funky moves. Like all rabbits, he has a fine pair of thick tendrils and leaves massive amounts of fur under couches. Dusto is the team's healer and can bust through weak ground.

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